**RunMan Turbo Press Kit**

**Factsheet**

Developer: *Tom Sennett Games, based in Philadelphia, USA.*

Release Date: *Early 2024*

Platforms: *PC (Steam)*

Engine: *Game Maker Studio*

**Description**

The world's fastest returns in RunMan Turbo, a high speed 2D platformer continuing the energetic flair of beloved predecessor RunMan: Race Around the World. Combining the essence of old school classics with tight, modern mechanics, RunMan’s return brings wild enthusiasm and unhinged energy matched with a vibrant aesthetic and groovy soundtrack.

Bounce, slide and run fast as heck through high speed levels across five unique zones. Beat record times to earn medals and unlock secret characters, levels, and more. A new challenger wielding a mysterious power has scrambled RunMan's world! Each time you run through a level, it will look and play different, requiring you to master your instincts and reaction in order to get the fastest time.

**Features**

* Run fast as heck
* Double jump an infinite number of times
* Turbo slide down slopes to pick up speed
* Kick off walls just by touching them
* Be invincible all the time like it is not even a big deal
* Easy to play, challenging to master
* Never the same level twice - speedrun on pure instincts instead of memorizing levels
* Fast gameplay around a short story, made for replayability
* Earn medals by beating target times
* Unlock secret playable characters, levels, and more

**About Developer**

Tom Sennett has been creating video games for the past two decades, including flash and mobile games. He has previously been an IndieCade award winner, with features in Kotaku, VICE, Rock Paper Shotgun to name a few. As a solo-developer and one man army, Tom is responsible for the design, art, and programming of his games.

**Contact**

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